

ARMOR		Half Plate		Magic:	Armor Check Adj.:	Weight				
Speed Adj:	0	Max Dex:	0	Bonus:	+7	Armor Check Penalty:	-7	Spell Fail:	40%	50 lb.
Desc.: When running, you move only triple your speed, not quadruple. Includes gauntlets										
Notes:										

SHIELD		Heavy Steel		Magic:	Skill Check Adj.:	Weight		
Maximum Dexterity:		Bonus:	+2	Skill Check Penalty:	-2	Spell Fail:	15%	15 lb.
Desc.: Shield hand can only use shield								
Notes:								

PROTECTIVE ITEMS		AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR		#	lb.	GEAR		#	lb.	MOUNT		#	lb.
Backpack		2	flask		2	Heavy Horse					
Bedroll		5	Bedroll		5	Load Class: Heavy					
Silver Holy Symbol		1	Rations		2	Land Speed: 35'					
Sack		1				Brottor				399	
Bolts (10)		1				Pick				10	
Tent		20	Sprayer		4						
Holy water		12	Longbreath								
Flint and Steel											
Flask		2									
Hammer		2									
Trail Rations		25									
Rope		10									
Grappling Hook		4									
Cleric's vestments		6									
Explorer's outfit		8									
Cure light wounds		3									
Wand of CLW 15 charges											
Dagger		1									
Heavy Mace		8									
Light Crossbow		4									
Warhammer		5									
Wand of CLW 50 charges		1									
Leather		15									
Masterwork thieves' tools		2									
Dwarden Brewmaker		5									
Signal torch		1									
		229.41 lb.		Heavy	0	-6		2,740 GP		409 lb.	
		Total Weight	Load Class	Max Dex	Chk Penalty	Speed Adj	Total Value	Total Weight			

FEATS	3	=	3	+	0	+		List:	All Feats	√
Combat Casting									+4 on Concentration checks for defensive casting	√
Endurance									+4 bonus on checks or saves to resist nonlethal damage	√
Wpn Focus: Warhammer									+1 bonus on attack rolls with: Warhammer	√

NOTES

Born under sign of Reaper:
+1 to attack roll or +3 to crit roll

Mount Being used for things left on the ship

Lang: 3

Common, Dwarven
Celestial

ENCUMBRANCE LIMITS					
76.7	153.3	230	460	1,150	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY	Platinum:	0	PP
	Gold:	580	GP
	Silver:	0	SP
	Copper:	0	CP

SPELLS		Arcane Spell Failure: 55%		Adj.:
Class:	Dwarven Cleric			
Level:	6			
Bonus Levels	Spells/day:	Spells/day:	Spells/day:	
Level:	Spells known:	Spells known:	Spells known:	
Spell	Spells /day	Save DC	Spells /day	Save DC
Level	/day	DC	Known	Known
0	5	13		
1	4+1	14		
2	3+1	15		
3	3+1	16		
4				
5				
6				
7				
8				
9				

D&D3.5 Multiclass Character Sheet v7.30.3 REGISTERED to Christian Bates

FEATURES Brottor

== Racial Traits: Dwarf ==

Darkvision (Ex): 60 ft.

Stability: +4 on checks to resist being bull rushed or tripped

+2 Save vs Poison

+2 racial bonus on saves against spells and spell-like effects

+1 Attack vs Orc & Goblinoid

+4 dodge bonus to AC against creatures of the giant type

== Class Features: Dwarven Cleric 6th ==

Smite Giants 4x per Day: +3 Attack, +6 Dmg < OOOO >

Cannot cast spells of opposed alignment

Spontaneous Casting

Weapon Proficiency (Warhammer) if deity's favoured weapon

+2 Damage bonus when wielding warhammer in melee

Roll d10 for hit points at substitution levels (1st 4th)

== Flame Domain ==

Supernatural ability Smite Water creatures as would normally smite giants.

Use this ability 1 times per day.

== Stone Domain ==

Supernatural ability to Smite Air creatures as would normally smite giants.

Use this ability 1 times per day.

== Conditionnal Skill Bonuses ==

+2 on Appraise Stone or Metal Items (Dwarf)

+4 on Concentration made on the defensive [Combat Casting]

+2 on Search to notice unusual stonework (Dwarf Stonecunning)

== CHARACTER STATUS ==

No errors detected

**SPELL LIST for
Dwarven Cleric**

EFFECTIVE LEVEL	6	=	6	0
	Total		Base	Adj.

Spells per Day:	5	4+1	3+1	3+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16						

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)issmissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Range	Close: 40'
	Medium: 160'
	Long: 640'

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
□□□□	2	Calm Emotions	EN	VS	1 action	Medium	Creatures in 20' radius	Conc. 6 rd (D)	Will neg [DC15]	Yes	Calms subjects in a 20' spread, negating emotion effects	p.207
□□□□	2	Consecrate	EV	VSDF	1 action	Close	20' radius emanation	12 hr	None	No	Fills 20 ft emanation with positive energy, making undead weaker	p.212
□□□□	2	Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+6 damage	p.216
□□□□	2	Darkness	EV	VS	1 action	Touch	Object touched	60 min (D)	None	No	20-ft. radius of supernatural darkness	p.216
□□□□	2	Death Knell	N	VSM	1 action	Touch	Living creature touched	see text	Will neg [DC15]	Yes	Kills dying crt; you gain 1d8 temp HP, +2 Str, & +1 caster level	p.217
□□□□	2	Delay Poison	C	VMDF	1 action	Touch	Creature touched	6 hr	Fort neg [DC15]	Yes	Stops poison from harming subject	p.217
□□□□	2	Desecrate	EV	VSM/DF	1 action	Close	20' radius emanation	12 hr	None	Yes	Fills area with negative energy, making undead stronger	p.218
□□□□	2	Eagle's Splendor	T	VS	1 action	Touch	Creature touched	6 min	Will neg (harmless) [DC15]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
□□□□	2	Enthrall	EN	VSDF	1 round	Medium	Any number of creatures	1 hr or less	Will neg [DC15]	Yes	Captivates all within 160 ft.	p.227
□□□□	2	Find Traps	D	VSF	1 action	Personal	You	6 min			Search for traps as a rogue does	p.230
□□□□	2	Gentle Repose	N	V	1 action	Touch	Corpse touched	6 days	Will neg [DC15]	Yes	Preserves one corpse	p.235
□□□□	2	Hold Person	EN	VSM/DF	1 action	Medium	One humanoid creature	see text	Will neg [DC15]	Yes	Holds subject helpless	p.241
□□□□	2	Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC15]	Yes	Touch attack, 2d8+6 damage	p.244
□□□□	2	Make Whole	T	VSF	1 action	Close	1 object of up to 60 ³		Will neg [DC15]	Yes	Repairs an object	p.252
□□□□	2	Owl's Wisdom	T	VS	1 action	Touch	Creature touched	6 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
□□□□	2	Remove Paralysis	C	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC15]	Yes	Frees subjects from paralysis, hold, or slow	p.271
□□□□	2	Resist Energy	A	VSF/DF	1 action	Touch	Creature touched	60 min	Fort neg [DC15]	Yes	Energy resistance 10 against energy type chosen	p.272
□□□□	2	Restoration, Lesser	C	VS	3 rd	Touch	Creature touched	Instant	Will neg [DC15]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
□□□□	2	Shatter	EV	VSF	1 action	Close	5' radius or 1 solid obj	Instant	see text	Yes	Sonic vibration damages objects or crystalline creatures	p.278
□□□□	2	Shield Other	A	VSF	1 action	Close	One creature	6 hr (D)	Will neg [DC15]	Yes	You take half of subject's damage	p.278
□□□□	2	Silence	I	VS	1 action	Long	20' radius emanation	6 min (D)	see text	*	Negates sound in 20-ft. radius	p.279
□□□□	2	Sound Burst	EV	VSF	1 action	Close	10' radius spread	Instant	Fort part [DC15]	Yes	Deals 1d8 sonic damage to subjects; may stun them	p.281
□□□□	2	Spiritual Weapon	EV	VSDF	1 action	Medium		6 rd (D)	None	Yes	Magical force weapon attacks at +7, does 1d8+2 dmg	p.283
□□□□	2	Status	D	VSM	1 action	Touch	2 living creatures	6 hr	Will neg [DC15]	Yes	Monitors condition, position of allies	p.284
□□□□	2	Summon Monster II	C	VSF/DF	1 round	Close		6 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□	2	Undetectable Alignment	A	VSM/DF	1 action	Close	One creature or object	24 hr	Will neg [DC15]	Yes	Conceals alignment	p.297
□□□□	2	Zone of Truth	EN	VS	1 action	Close	20' radius emanation	6 min	Will neg [DC15]	Yes	Subjects within range cannot lie	p.303
== Level 3 ==												
□□□□	3	(Dom) Resist Energy	A	VSF/DF	1 action	Touch	Creature touched	60 min	Fort neg [DC16]	Yes	Energy resistance 10 against energy type chosen	p.272
□□□□	3	(Dom) Stone Shape	T	VSM	1 action	Touch	Stone up to 16 ³	Instant	None	No	Sculpts stone into any form	p.284
□□□□	3	Animate Dead	N	VS	1 action	Touch	24 HD of corpses	Instant	None	No	Creates undead skeletons and zombies	p.198
□□□□	3	Bestow Curse	N	VSDF	1 action	Touch	Creature touched	Perm.	Will neg [DC16]	Yes	-6 to ability or -4 on attacks, saves, chks or 50% chance to lose action	p.203
□□□□	3	Blindness/Deafness	N	VSDF	1 action	Medium	One living creature	Perm. (D)	Fort neg [DC16]	Yes	Makes subject blind or deaf	p.206
□□□□	3	Contagion	N	V	1 action	Touch	Living creature touched	Instant	Fort neg [DC16]	Yes	Infects subject with chosen disease	p.213
□□□□	3	Continual Flame	EV	VSMF	1 action	Touch	Object touched	Perm.	None	No	Makes a permanent, heatless torch	p.213
□□□□	3	Create Food and Water	C	VS	10 min	Close		24 hr	None	No	Feeds 18 humans (or 6 horses)	p.214
□□□□	3	Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+6 damage	p.216
□□□□	3	Daylight	EV	VSM	1 action	Touch	Object touched	60 min (D)	None	No	60-ft. radius of bright light	p.216
□□□□	3	Deeper Darkness	EV	VSM	1 action	Touch	Object touched	6 days (D)	None	No	Object sheds absolute darkness in 60-ft. radius	p.217
□□□□	3	Dispel Magic	A	VSDF	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+6	p.223
□□□□	3	Glyph of Warding	A	VSM	10 min	Touch	Obj. touched or 30 ²	see text	see text	*	Inscription harms those who pass it	p.236
□□□□	3	Helping Hand	EV	VSDF	1 action	5 miles		6 hr	None	No	Ghostly hand leads subject to you	p.239
□□□□	3	Inflict Serious Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC16]	Yes	Touch attack, 3d8+6 damage	p.244
□□□□	3	Invisibility Purge	EV	VSM/DF	1 action	Personal	You	6 min (D)	Will neg [DC16]	Yes	Dispels invisibility within 30'	p.245
□□□□	3	Locate Object	D	VSM	1 action	Long		6 min	None	No	Senses direction toward object (specific or type)	p.249
□□□□	3	Magic Circle against Chaos	A	VS	1 action	Touch	10' rad. from touched crt.	60 min	Will neg [DC16]	*	As protection spells, but 10-ft. radius	p.249
□□□□	3	Magic Circle against Evil	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	60 min	Will neg [DC16]	*	As protection spells, but 10-ft. radius	p.249
□□□□	3	Magic Circle against Good	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	60 min	Will neg [DC16]	*	As protection spells, but 10-ft. radius	p.250
□□□□	3	Magic Circle against Law	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	60 min	Will neg [DC16]	*	As protection spells, but 10-ft. radius	p.250
□□□□	3	Magic Vestment	T	VSDF	1 action	Touch	Armor or shield touched	6 hr	Will neg [DC16]	Yes	Armor or shield gains +1 enhancement	p.251
□□□□	3	Meld into Stone	T	VS	1 action	Personal	You	60 min			You and your gear merge with stone	p.252
□□□□	3	Obscure Object	A	VSF	1 action	Touch	One object max 600 lbs.	8 hr (D)	Will neg [DC16]	Yes	Masks object against divination	p.258
□□□□	3	Prayer	EN	VSDF	1 action	40 ft.	Allies & foes inside 40'	6 rd	None	Yes	Allies gain +1 luck bonus on most rolls, and enemies suffer -1	p.264
□□□□	3	Protection from Energy	A	VSM/DF	1 action	Touch	Creature touched	60 min or Dis	Fort neg [DC16]	Yes	Absorb 72 points from one kind of energy	p.266
□□□□	3	Remove Blindness/Deafness	C	VSMDF	1 action	Touch	Creature touched	Instant	Fort neg [DC16]	Yes	Cures normal or magical conditions	p.270

**SPELL LIST for
Dwarven Cleric**

EFFECTIVE LEVEL	6	=	6	0
	Total		Base	Adj.

Spells per Day:	5	4+1	3+1	3+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16						

#: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)missible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Range	Close: 40'
	Medium: 160'
	Long: 640'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
□□□□	3	Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC16]	Yes	Frees object or person from curse	p.270
□□□□	3	Remove Disease	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC16]	Yes	Cures all diseases affecting subject	p.271
□□□□	3	Searing Light	EV	VS	1 action	Medium		Instant	None	Yes	Ray deals 3d8 dmg, 6d6 or 6d8 vs undead, 3d6 vs constructs	p.275
□□□□	3	Speak with Dead	N	VS	10 min	10 ft.	One dead creature	6 min	see text	No	Corpse answers 3 questions	p.281
□□□□	3	Speak with Plants	D	VSDF	1 action	Personal	You	6 min			You can talk to normal plants and plant creatures	p.282
□□□□	3	Stone Shape	T	VSM	1 action	Touch	Stone up to 16 ³	Instant	None	No	Sculpts stone into any form	p.284
□□□□	3	Summon Monster III	C	VSF/DF	1 round	Close		6 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□	3	Water Breathing	T	VS	1 action	Touch	Living creatures	12 man-hr	Will neg [DC16]	Yes	Subjects can breathe underwater	p.300
□□□□	3	Water Walk	T	VSM/DF	1 action	Touch	6 touched creatures	60 min (D)	Will neg [DC16]	Yes	Subject treads on water as if solid	p.300
□□□□	3	Wind Wall	EV	VSDF	1 action	Medium		6 rd	None	Yes	Deflects arrows, smaller creatures, and gases	p.302

#REF!

Total Experience:	HP:
16,000	31

Brottor - Dwarf, Dwarven Cleric 6th

Game Id.	XP Gained	HP (dice only)	Game Notes
Start	2,500	10	
		4	
first villages	500	3	
pig village	2,000		
Sewers trip 1			
Sewers Trip 2	2,200	7	
Waiths	2,400		
Defending Saragost			
Fall of Saragost	6,400	7	
Ragged man 1			

TREASURY OF	Coin & Gems
Brottor	580

(Gold)

Precious Stones Value: Gold

Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1,000	5,000
0	580	0	0	0	0	0	0	0	0	0	0	0

Shorthand:

PP GP SP CP

Locations of Coins & Gems	Platinum	Gold	Silver	Copper	Precious Stones	Total
Carried on Character (11.6 lb.)		580				580
Carried on Mount (0 lb.)						

(Gold)

ID	DESCRIPTION	Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1000	5000	Total
	Gold		492												492
	Share after mannor house		230												230
	Magic weapon fund		-500												-500
	Payment (minus temple bills)		700												700
	Food and 2nd Wand		-280												-280
	Thiefs body		45												45
	Gear		-107												-107

Number needed for 1 lb.:	50	50	50	50
Conversion factors (to get 1xGold)	0.1	1	10	100

D&D3.5 Multiclass Character Sheet v7.30.3 REGISTERED (Gold)
to Christian Bates